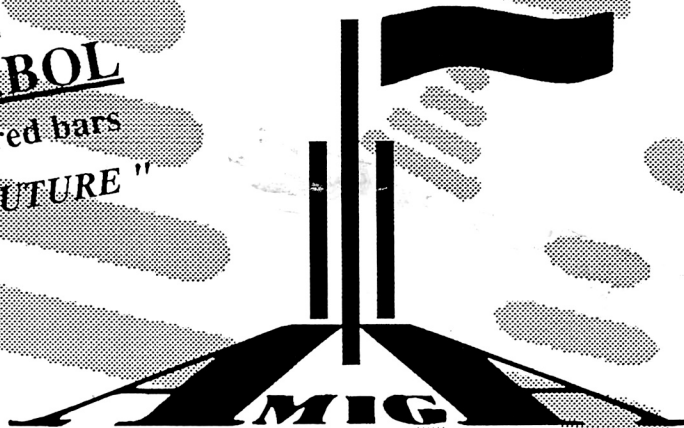


**The NEW
AMIGA SYMBOL**

4 vertically stacked red bars
"A SIGN OF THE FUTURE"

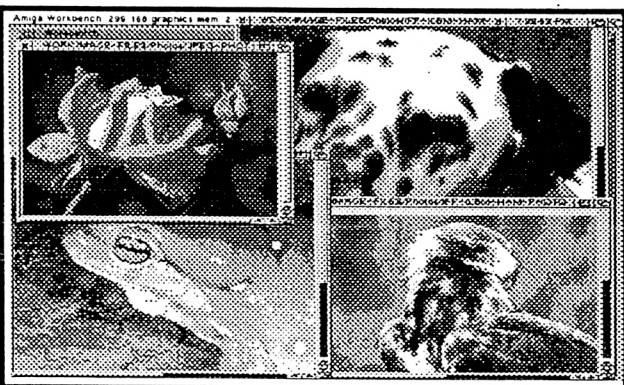
July
August
1995



Canberra
AMIGA
User
Society
Inc

CyberShow

RED DOT



AMIGA

*New Owner, New Amiga Symbol, New Ideas, New Blood,
New Models, New Technology and NOW
a New Amiga Logo. "is there's no stopping them?"*

I N T H I S I S S U E

Reviews

Cybershow
Typeface 1.0
Quicktext 2
Quickfile
Database
V 3.16

Hints & Tips

Workbench

Now!
Where
did I put
that?
???

Funny File

The Actual
Creator of
Commodore
Plus
No! No!
Not the CL

Amiga Update

Amiga Tech

The
Tan
Web
Things are
a'happening
at Amiga
Technologies,
& their World
Wide Network

Canberra Amiga Users' Society Inc

Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of \$20, due in February. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Owen Geary and his team. To be a member of the bulletin board, you need to pay \$10.00 additional yearly subscription (and an extra \$5 for each family member who wishes their own account). The telephone number of the bulletin board is 255 2291.

Meetings

Meetings are held at 8 pm on the second Thursday of each month at the Woden Library. The dates for the next few meetings are the 14 Sep, the 12 Oct and the 9 November. Note that there is no bar and no eating facilities at the Library but The Woden Tradesman and Southern Cross Clubs are nearby as well as Agros Takeaway next to Kentucky Fried Chicken just outside

Woden Plaza.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Newsletter Contributions

CAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings, via any Committee Member or to The Editor, 11 Nerli Place Conder ACT 2906, or ring me on 294 1615.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the September 1995 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

Copyright and Reprints

CAUS is copyright 1989 by the Canberra Amiga Users Society Incorporated. Articles herein which are copyrighted by individual authors or otherwise explicitly marked as having restricted reproduction rights may not be reprinted or copied without written permission either from the Society or the author. All other articles may be reprinted for non-commercial purposes if accompanied by a credit line including the author's name and the words "Reprinted from CAUS, the newsletter of the Canberra Amiga Users Society Incorporated, PO Box 596 Canberra 2601."

Copy is to be provided to the editor in either Amiga graphic file format, Ascii or as appropriately sized printed copy.

Production

The Editor for this newsletter was Brian Hancock. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

Amiga is a registered trademark of Commodore-Amiga, Inc. Professional Page is a registered trademark of Gold Disk, Inc.

Advertising Rates

	Full	Half	Quarter
Regular	\$25	\$19	\$10
Inside back	\$49	\$39	\$19
Back cover	\$74	\$59	\$29
	A4	A5	A6
Flyer inserts	\$39	\$29	
Artworks	\$39	\$29	\$19

Front Cover

You won't believe what I had to do to get this months cover pics from in my head to on the page. Suffice to say it was harder than making a bed but easier than designing a new microchip

"Well, what made it so involved" I hear you say ? "Lots of things" but I think I'll save it up till next issue and then explain it all in detail, not only will you then understand but you may learn a few things too.

Anyway -hope you like the look. Ed:

Contents

- 3 Editorial
TAD - For Sale.
- 4 No No !! Not the CLI
- 5 Not the CLI (continued)
DTP - Advertisement.
- 6 Beginners Hints & Tips.
"Now where did I put that?"
- 7 Beginners Hints & Tips.
(continued)
- 8 The Funny File.
" The Creator of C= ? "
- 9 New releases.
- 10 Hard Drives & Hot Plugs.
- 11 "The Tangled Web".
- 12 "What's Happening"
Beyond 4000.

CAUS Committee (1995/6)

President	Steve Kennedy	254-6711 (h)
Vice President	James McPhee	251-5202 (h)
Secretary	Alex Cameron	295-9415 (h)
M'ship Sec.	Mathew Taylor	285-0194 (h)
Treasurer	Burnie Den Hertog	230-2363 (h)
Editor	Brian Hancock	294-1615 (h)
Committee :	Andrew White	281-1872 (h)
	Trevor Walker	297-8303 (h)
	Antti Roppola	241-3973 (h)
SysOp	Wayne Hasler (ACME)	291-5022 (h)

Hello again, Hope you enjoyed the last issue of the CAUS magazine, the positive feedback that I received from many of you was very encouraging and I must thank all of you that have helped me this time round getting out yet another ground breaking release of our mag.

Lots and lots of stuff has been happening at the Amiga International camp, there's lots of information on the net (along with all the usual rumours and dreamers and bullshit artists) about what's happening, what's planned, when it's going to happen and who said what to who etc etc etc.....

Primarily it's pretty much all good news, nothing that is official has upset to many and virtually everybody is uncontrollably excited about the new product runs that are happening as we speak (some 25,000 Amiga A4000T tower systems are expected to be sold before Xmas) and it's any day now that the A1200 will be back in mass production too.

Some of you will be interested in knowing that we definitely, for sure, absolutely, now have a BBS...Sort of.

We haven't actually set up a board of our own, but what we have got is great. ACME BBS run by Wayne Hasler now has a members only CAUS section. What this means is that if you are a financial member you have full use of the Boards facilities plus personal access to the CAUS MEMBERS ONLY section which has been set up now for a couple of weeks.

THOUGHTFUL THINKING

As usual I've been reading a lot of computer mags and I've been chatting to a number of users and programmers and something that has become more and more apparent is, the low expectations many people have about the Amiga's potential to grow enormously in popularity in the next few years.

It seems the general feeling is that the Amiga is Powerful, and is versatile and is even friendlier to use than other computer systems, yet is only likely to become a real contender for the specialised markets based mostly around graphics and video.

I think this short sighted view of the Amiga's future grossly under estimates the phenomenal performance and flexibility this machine truly has, not to mention what the next generation Amiga's will be sporting in terms of specs and price within probably less than 12 months.

Remembering that Escom has already said that they will adjust the pricing of the Amiga range to compare more competitively with the Mac and PC equivalents and that they are currently preparing a marketing campaign to relaunch the Amiga back into the spotlight. With Escom being the very successful and very aggressive player that it is, (at an International level) this can only mean big prospects and an even bigger future for the Amiga.

The problem Amiga has long had and still has (in Australia anyway) is that it's a relatively unknown platform not only to people looking at getting into computers for the first time but even most of those people who regularly use other computer platforms. If people are not aware of the Amiga and what it has to offer and nobody is actively promoting it then there is very little chance that any of these potential purchasers are likely to consider one. But this situation I strongly believe is exactly what's about to change, thanks to Escom and all the people who believe in what the Amiga really can achieve. Hang in there for a very interesting future indeed.

Well that's it for now, call me if you like, I'm on 2941615 or send me something for the mag to: 11 Nerli Place Conder ACT 2906.

Brian Hancock [Mr Ed :]

FOR SALE

CHARITYWARE

Eleven disks for sale at \$6 each. All profits go to a Canberra charity, Technical Aid to Disabled (TAD).

LOGIC GAMES

TAD.Tiles, AtomShoot, Interferon, Mosaic, Ishid-o-matic, PUZZ etc.

ICONS

Icon editors/tools, 150 icons, Beginners' Guide.

FRACTAL

Seven fractal programs with a detailed Beginners' Guide.

HOME BREWER DISK

HyperBook of 100 recipes for beers, wines, liqueurs and fruit drinks.

KIDS DISK

Designed for toddlers, it's got animal sounds, cartoon pix, KeyBang etc.

PIX DISKS (3)

Ready to use pix for illustrating letters etc: 2 disks black & white pix, 1 disk coloured. Animals and plants (many Aussies), cartoons, people.

JIGSAW 2 and 3

Jigsaw program and slideshows (21-24 scenes, cartoons etc).

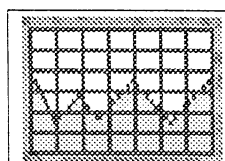
FLIGHT

Flight Sims Theory, slideshow.

See David Bennett at the CAUS meeting to buy these disks, or ring TAD on (06) 285 4040 to order.

Please help a very worthwhile charity and get some great disks!

P.S I bought the Logic Games disk for my wife who loves these types of games, and she hasn't stop playing it,honest. Ed :



A turbulent history, thanks to Commodore's "Sales Prevention Officer"

No! No! Not the CLI

Text files and how to edit them.

by Antti Roppola

I was approached by a member and asked just what I meant by "opening up a file and changing it". We'll here's a short article on how all the bits under your Workbench work, and how one gets at them.

Yes it's the CLI.

You can communicate with your computer in a number of ways. The most popular way is with a "Graphical User Interface" (GUI), where you point at things on the screen and drag/drop/click to tell the computer what to do with them (think of Workbench as a sort of arrangement between you and your computer where it has been agreed that an action like "drag file onto drawer icon" means "copy file into drawer"). But how did people use computers before this innovation?

The first computers just didn't have the power to represent the things graphically. In order to gain reasonable performance, the only way a user could communicate with a computer was with a "Command Line Interface" (CLI), commonly referred to as a "DOS prompt".

With a CLI, you type your commands in using a keyboard, and tell the computer what you want to do using words rather than actions. *For example "copy all files from ram: to mydisk:"*. This sort of setup has a very small demand on your computer's system, but makes using a computer as clear as mud. Try this little gem from the Unix machine I use at work: "& sys ps -ef / grep arc" (it means "show me how much system time the program arc takes").

Now all of this techno-babble has been thoughtfully hidden away by the Workbench, and I can just click open my performance meter window to see how much system time a program takes. But there are all sorts of things you can do

if we venture beyond the Workbench and communicate with the Amiga using a CLI.

"She sells c shells"

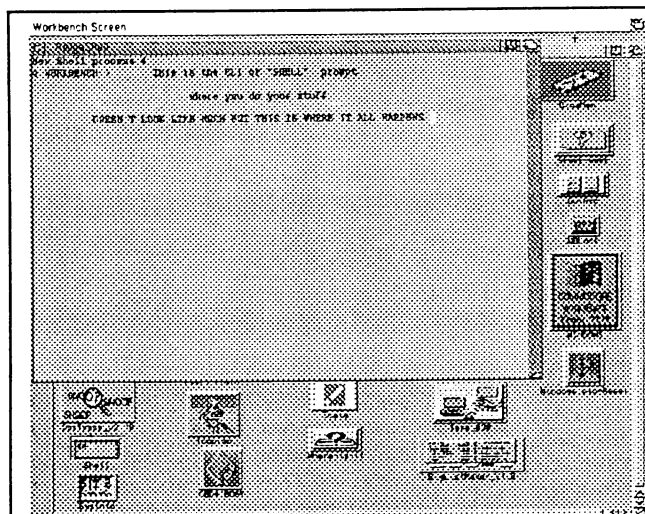
The Amiga's CLI is called "Shell" (a shell is just a CLI with a few comfort features added), and you open it by clicking on the "Shell" icon on your workbench disk. When the window opens you're greeted by something like **"5.Workbench:>"**. All you need to know is this means *"hello, tell me to do something"*.

Turn on your computer and printer, open a shell, and type the following:

```
cd ram:
list env > ram:listing
copy ram:listing prt:
delete ram:listing
```

Now what this little set of commands does is get a listing of files in your environment directory, put them in a file called "listing", print that file and then delete it once it's finished. It's main purpose is as an example of some multi-step task you might want to automate.

Rather than typing all of these commands in each time you wanted to do this, or any other multi-step process, we can stick the commands into a text file and use it as a script. To create a text file, we need a text editor. In this case we'll use "ed", as it comes with all Amigas. .. (cont')



This is the CLI or "SHELL" prompt where you do your stuff.
Doesn't look like much but this is where it all happens.

No! No! Not the CLI

(Continued from page 4).....

At the shell prompt type:

ed plist (then press return)

This starts up **ed** and creates a **new file** called **plist**. Enter the previous example. Now we need to save the changes we've made to **plist**. Pressing the **escape** key toggles **ed** between the writing & editing part and the command part. Pressing **<esc>** and typing **sa** will save the file. Here are the two most important **ed** commands you need to remember:

<esc>q = quit

<esc>sa = save

Once the file has been saved, and you've quit from **ed**, (but are still inside the shell) type the following to run the commands in the text file: **execute flist**

This works exactly the same as typing the commands in manually, but saves time. It is also the way that your Amiga sets everything up when it runs its startup-sequence when you boot up.. If you're unsure about using **ed**, you can use your favourite word processor, but just make sure you save the file as plain text or ASCII. Any command you can type into a CLI can be put into a text script file.

And that's it for me this month, hope this has clarified things a little for you, if you have any questions just hound me down at our next users group meeting and I'll set you straight.

Cheers, Antti Roppola.

IF YOU CAN'T TRY I WILL. Sorry I mean write well. But you'd like to do an article for this mag, then never fear, Cos I'll do all the hard work for you. Just give me your best shot in plain ASCII text. I'll spell check it and proof read it for you, format it, give it a title and a flashy heading, even chuck in a graphic or two for good measure and you'll have YOUR name plastered all over it. After all this is exactly how it's done most of the time. Drop me a line or catch up with me at the user group meetings. **Ed:**

Professional Software
See us at the CAUS meeting!

Programming

ARexx Cookbook

Tutorial approach step by step

CanDo 3.0

Object based programming, presentations and software authoring

CanDebug

Step through your CanDo program, view variables etc at each step

Dice

For programming in C

DTU Publications

Contact 2.1

Puts you in touch, instantly
This personal information manager will give you fast and easy access to addresses, phone numbers and automatic dialling via modem..

DTU-IOQ 1.2

Affordable invoicing, stock control, summaries, ordering and quoting software

MathsMaster II

Add, subtract, multiply and divide & mixed module, high score table. Primary - maths games.

DTU at September meeting

Video Director demo

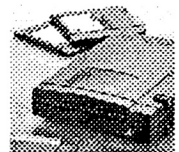
Automated collation of tape sequences from source (usually camcorder) to destination.

Softwood products

Final Writer 4, Final Calc, Final Data etc

Soon...

ZIP drives (100mb removable
\$445 with 3 disks)



Desktop Utilities

PO Box 3053, Manuka, ACT 2603

Phone (06) 239 6658 Fax 239 6619 BBS 239 6659

Beginner'S Hints & Tips

NOW WHERE
DID I
PUT THAT ??

This month lets talk about files, directories, roots and parents, partitions and sectors, and last but not least compression and extraction.

*Please come back !! Don't turn
the page just yet !!*

It ain't that hard after all, believe me, If I can understand it enough to explain it to you, then I assure you it will seem much easier than you thought possible by the time you've finished reading this.

Essentially the whole process is no different to using a very good filing system in you home or office. See the thing is if you want to be able to find anything

ever again, and to be able to find it quickly you must organise all you work in a sensible, easy to use filing system, where there is a place for everything and everything is in it's place - so to speak.

So let's start at the beginning with your piece of work (it doesn't matter whether it is a letter you have typed or a picture you have drawn or whatever), this little piece of work of your's is now called a FILE. Now

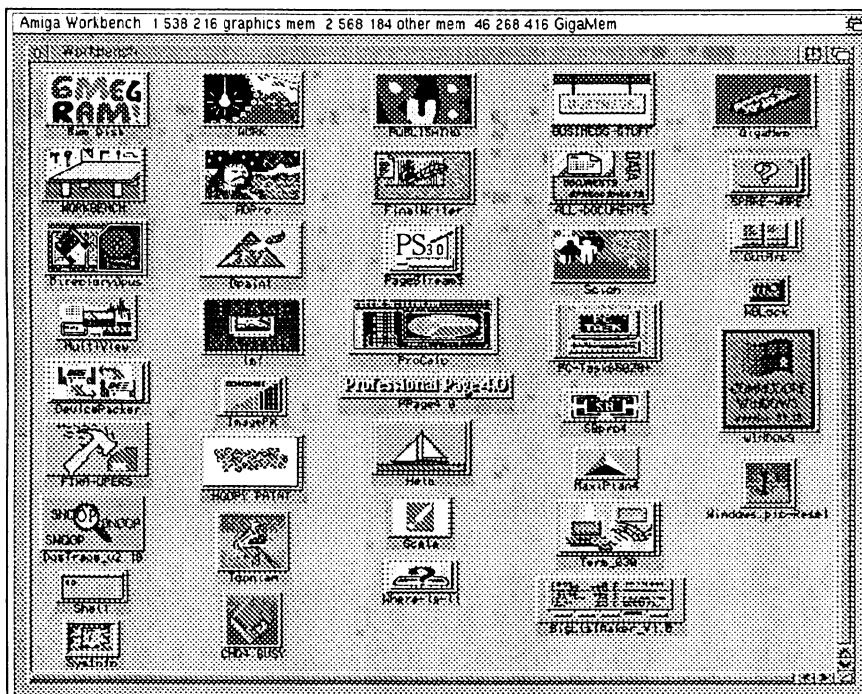
eventually you are going to have more than 1 file that you will want to store somewhere and perhaps one day want to retrieve, in fact I'll bet after six months you will have dozens and dozens if not hundreds of these little files all needing a place to be stored, this is where **DIRECTORIES** come in.

A DIRECTORY is just a fancy way of saying a DRAWER and

of course relates back to that good old filing cabinet in the corner of the room where you have always put your various FILES in DRAWERS. You see, if you were to just keep putting all of your files into a filing cabinet without drawers, one after the other, week after week, month after month, god forbid even year after year and then

"you are going to have more than 1 file"

along came a friend and said listen, about 6 to 8 months ago you wrote me a reference and I've lost mine, can you give me a copy of your original? Ahhh AHHH Ahhh !! see what I mean. So the idea behind Directories, or Drawers if you like, is simply to keep your FILES organised in such a way that YOU can find any one you want with ease. The most common examples of this would be a Directory named "Pictures" where you keep all



This is a screen grab of my Workbench running on my A1200HD/40/120 030/50/12 - /82 FPU 030/50 MMU 4/60/32 Fast Ram GVP A1230 Turbo + Series II - 1291 SCSI Accelerator based Amiga running a high res 1960 multisync monitor. Boy o boy is that a month full or what. And in case your wondering what it all means, well that's something I'm saving up till next time.
(I'll give away a box of 3 1/2" floppy disks to anybody who gets it exactly right.....let me know what you come up with)



your FILES of photo's or drawings or any of this kind of picture stuff (you might even have a couple of Directories inside this one so you could have your pic'ys divided up into groups like "Family Pics" and "Holiday Pics" and "Baby Photo's" etc etc etc). Then for all your FILES of Text you have a second Directory named "All Documents" inside of which you keep your Letters to Business, Letters to Friends, Business Spreadsheets etc etc etc. Any way you get the drift so onto the next level. This is where you have to think a little bit bigger. PARTITIONS are where you keep all of your Directories that relate to each other. So for example I have a PARTITION called "PUBLISHING:" and this is where I keep all my Directories of Word processing and Desktop Publishing programs as well as Multimedia software and Files that I've produced using these programs.

Then in a separate PARTITION that I've named "BUSINESS STUFF:" I have various Directories of Database programs and Modem software along with PCTask and all my Business Documents. So you can see how having PARTITIONS is not a bad idea as it helps you group all your related programs and FILES together in one place.

And that's that, simple... eh ??

Now you know all you need to know to understand PARENTS and ROOTS. You see it's just like your family, if you were to think of yourself as a FILE then your PARENTS are the DIRECTORY where you live and if you traced your family line right back to your ROOTS then they would be the PARTITION, get the drift (perhaps a FILE should have been called a CHILD - then again perhaps the ROOT DIRECTORIES should have been called GRANDPARENTS ??) either way the process is simple enough to understand and best of all it's universal, yes hard to believe but

this is one of the few things all computer systems have in common, they all adhere to this basic principle of organised storage.

Now a brief look at how this all comes together on a Disk. Quite simply a Disk is divided into Sectors which is much like a pie chart in theory where each and every slice is exactly the same size. For your

computer to be able to use the space on the disk as efficiently as possible it needs to be able to keep all of those little files of yours from being scattered all over

the place and it does this by storing your FILES and DIRECTORIES within your PARTITIONS on one or another of these sectors.

(Read that bit again, it makes more sense the second time round.)

Another way of using space efficiently is to use "Compressors", programs that squash your files into smaller packages that can sometimes be stored in less than half there original disk space.

I use a program called "Disk Expander" [free plug] which runs automatically when I switch on and then runs all the time in the background crunching and expanding files to and from disk without me even noticing. This slows down the read and write process but generally your only talking about a few seconds and quite often much less.

This gives me the advantage of being able to fit nearly double the amount of files on my disks and yet requires no effort from me to achieve this, so obviously you can see the benefits of Compression and Extraction when it comes to those little Files of yours.

Well that's all for this month, short and sweet I know, but really it's no more involved than this and I'm sure you now have a clearer understanding of why and how you use a computer FILE system the way we do.

Ed :

CHUCKLE
HA HA CHUCKLE

the

GIGGLE
GIGGLE
HEE HEE



File



Who was the actual creator of Commodore ? Was it JT?

Nope. Commodore was founded in 1861 by Norman "Bingo" Hockheister and his aged mother, Loretta. Bingo and Loretta were familiar faces in old West Chester, standing on barrels in the marketplace, selling strange devices that Bingo claimed could "calculate square roots", "cure leprosy", or even "blast slimy aliens from Arcturus VI."

After a few run-ins with local law and health officials, Bingo and Loretta decided to try simpler work for a while. They set up shop in an abandoned sawmill and tried carpentry for a few years. But Loretta was too old to hold the wood properly, and Bingo just generally sucked with a saw, so they could make only simple, rectangular designs like doors, boxes, etc. In fact, their customers would frequently remark on how plain and uninteresting Bingo's work was, saying "That is a really dull box," or "What a common door." From these terse phrases eventually came Bingo and Loretta's company name: Common Door, which was later shortened to one word.

But Bingo and Loretta's big breakthrough came one day at last in 1863 while Loretta was sawing herself a new pair of wooden teeth. Somehow, she managed to get a big splinter in her gums and started hopping around in pain and screaming. This generally pissed off Bingo, since Loretta did this about 15 times per day, making him want to bonk her on the head with an axe handle ... but this time, Bingo had an idea. Would people PAY to bonk his mother over the head?

Soon, "Bingo's Whackin' Good Arcade Game" was the hit of West Chester and most of the Northeast USA. People came from miles around to line up and throw rocks and overripe fruit at moving targets and win prizes. (No, Loretta was not one of the targets. She ran the concession stand.) From these humble beginnings, Commodore rose to become the computer manufacturer of today, with its lower-end machines still devoted to games of this sort. Only less violent.

////////////////////////////////////

| Dan Barrett -- Dept of Computer Science, Lederle Graduate Research Center |

| University of Massachusetts, Amherst, MA 01003 -- barrett@cs.umass.edu |

////////////////////////////////////

Copyright 1993 by Daniel J. Barrett. All rights reserved.

New Releases

by Mathew Taylor

CyberShow 3.0

This program can display pictures in many file formats directly in windows on the Workbench (default public screen) or in a window on a separate screen. Smart pen allocation during displaying will still give surprising high quality with 256 colours.

You can switch forward and backward between images and scroll images in their resizable windows. An automatic preloading feature will reduce waiting time to a minimum. While you watch one picture (and maybe scroll it around), the next picture will already be loaded, so that it will be there if you decide to switch. You can select down scaled loading for viewing in reduced size.

Unlike many other viewers, this viewer reduces most pictures during loading and will thus be faster for reduced size loading.

Cybershow supports the following formats internally:

IFF-ILBM	PhotoCD
Jpeg	PPM/PGM/PBM
QRT	Targa
PCX	BMP
TIF	EGS7.x window icons
DEEP	YUV
VLAB	RGB
HHsYUVSg	IFF-PBM
ACBM	FBM
Sun raster	MacPaint
and HHsXRL formats.	

Under Workbench 3.0, datatypes extend this list dramatically.

For more information, contact the author, Helmut Hoffmann at hhoff@pool.informatik.rwth-aachen.de.

Typeface 1.0

Typeface is an editor for Amiga bitmap fonts. Typeface's features include editing of any font size (tested up to an 80 point font); Change font heights and widths; Go from fixed-width to proportional font; Edit all parameters of any character and all parameters of the font; Load any outline font supported by the diskfont.library interface (e.g. Postscript Type 1 via type1.library) and save as a bitmap image for faster loading; Completely font sensitive user interface.

QuickText 2.0

(first commercial release)

QuickText is an interactive desktop video program designed to easily develop and display almost any type of graphic screen, including titles and credits, pictures, and even animations. Other features include full ARExx support, automatic screen sequencing, on-screen timer, text and numeric variables, a recordable & replayable "doodler", and an easy-to-use point-and-click interface.

A pre-commercial version of QuickText has been used for 4 years in a high-school "down-stream" computer with a simple genlock in a daily, live newscast and in taping sports events for local cable TV.

Software package is \$59.95 US\$ shipping.

Contact details:

Tahoe Software, Etc.

PO Box 9236

South Lake Tahoe, CA 96158 USA

(800) 939-4919 voice/fax (USA only)

(916) 649-8935 voice/fax

tsprague@calweb.com

<http://www.calweb.com/~tsprague/>

QuickFile database

Version 3.16

QuickFile is a flat file database program that combines powerful features, speed and ease of use. Features include:

- Multiple indexes with unique or non-unique keys
- Field formats include Character, date, integer,

HARD-DRIVES & HOT PLUGS

**Daniel Rutter, CyberStorm
Review in ACAR August 95**

"A high-tech POCWGOI
(Piece Of Card With German
Words On It) insulator is
supplied to....."

"...the CyberStorm architecture
means it runs really really fast
with 60 ns RAM and shouldn't
need anything faster, ever.
There is a maximum speed at
which data can be pumped to
and from the non-CPU portion
of the A4000, and the
CyberStorm's already there."

**Notepad CORRECTION in
ACAR August 95**

"Amadeus Computers has
informed us that this strategy
works perfectly until you turn the
computer ON and discover that
the two devices are completely
incompatible."

**Mark Fairbairn First
Impressions of ShapeShifter in
ACAR August 95**

"You'd have to be out of
your mind not to atleast evaluate
ShapeShifter"

**DR Help by Daniel Rutter in
ACAR August 95**

"If you've managed to make
Ed say "writing to file..." when
you click Open, you're really
remarkably talented, but I'll
overlook that too."

Yes I know these are all from
ACAR but I guess that's
because it's a bloody good
mag and I enjoy reading it, and
the fact that I haven't had too
much reading time on my
hands lately.

Ed:

floating point, calculation, cycle image and external.

- Up to 250 characters per field and 250 fields per record.
- File size is not limited to available ram
- Form and list style displays and reports.
- Unlimited number of views of each file.
- Sort over any number of keys, ascending & descending.
- Search operators include Like, Equal,Between, Sounds
Like, Not Like and Not Equal.
- Fields can be added, changed, or deleted at any time.
- Flexible export/import
- Flexible multi-column label printing.
- Multi-level report grouping and totalling
- Any number of files open in re-sizable intuition windows
- Online context-sensitive help with AmigaGuide
- ARexx port supporting macros and commands from
external programs.
- Easy to use Intuition interface with font sensitivity.

You can register for updates and support for \$20
Australian. Contact Alan Wigginton on :
alanw@powerup.com.au ; for more details.

BLANK DISKS

For Sale by the club

\$ 8.00 per box (unformatted)

\$1.00 per disk (formatted)

See any member of the committee.

Amiga Technologies

is building up its worldwide
network. (Bensheim, 18/7/95)

After building up its operations
in Germany, Amiga Technologies set
up its international distribution
network. The Amiga office in
Philadelphia, USA, led by Ed Goff,
is in charge of organizing the USA
distribution. There will be a sales
meeting in the USA next week where
american distributors will be invited
to discuss the market situation and
future price policy for the USA.
Petro Tyschtschenko, General
Manager at Amiga Technologies
GmbH will conduct that meeting.
Companies in many countries are
now operational. An Australian
connection is yet to be announced.

Amiga Technologies at the IFA fair

in Berlin. (Bensheim, 18/7/95)

From the 26th of August to the
3rd of September 1995, Amiga
Technologies, together with ESCOM

and Virtual Products will be represented on its booth in hall 26.A at the "Internationale Funkausstellung" fair in Berlin.

This will be the first time since the liquidation of Commodore that Amigas will officially be presented to the public on a fair.

The products, Amiga 1200 and Amiga 4000T will be displayed in different configurations & with several applications. Amiga Technologies will be happy to house third party developers and manufacturers on its booth.

Escom will introduce the new line of Commodore Golf PCs, and Virtual Products GmbH will show the i-glasses for the first time in Europe.

Amiga Technologies GmbH and Virtual Products GmbH are both companies of the ESCOM group.

Amiga Developer Brainstorming

in Heppenheim, Germany.
Bensheim, 18/7/95

On the 7th of July, Amiga Technologies invited all main hardware and software development companies in Germany to a brainstorming meeting in Heppenheim.

Manfred Schmitt, chairman of the board at ESCOM AG and Petro Tyschtschenko, General Manager at Amiga Technologies used the opportunity to present the new Amiga daughtercompany of ESCOM and the plans for the future to the attendance.

The main discussion topics were about the development of the actual product range in the future. Amiga Technologies wants to build up tight cooperations with the most successful development companies worldwide.

"There is a high potential for development from third party's and we want these people to be on our side and to work with us", says Manfred

Schmitt. During the meeting, the Amiga Technologies staff and the developers could exchange their views and plans on the future of the Amiga. The use of Amiga technology in the set-top-boxes market as well as the migration towards new generation models were also discussed topics.

In August, Amiga Technologies will also hold a conference for the press, the developers and the dealers in London.

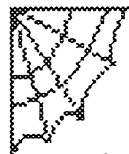


It would seem that Escom is determined to take the Amiga as far as it can, in the shortest possible time - starting with Europe, *of course*.

THE TANGLED WEB

by Antti Roppola

"Humble Pie"



Before we go any further, I need to eat a bit of humble pie. You will recall that in the last issue of CAUS, there was an article about the imminent release of Workbench 4. You may also recall that I said this was not so at the last meeting.

What happened was that I read a posting on the 'net that said work on Workbench 4 was almost complete at the time of Commodore's bankruptcy, and another one about Escom releasing Amigas with a "new version" of Workbench. The "new" version of Workbench turns out to be 3.1, which I thought had already been released.

A simple case of adding 2 + 2 and getting 5. Or in this case, 3.0 and 0.1 to get 4.0 :-)

Is the Honeymoon over ?

As you might expect, the honeymoon is over and the first shots have been fired at Escom. The first skirmish hasn't been over anything interesting like the new Amiga,

the new Staff, or Dollars, but the new Amiga logo.

Amiga Technologies hired a well known company called "Frog Design" (who have worked for other cool computer companies like Sun Microsystems) to design a new logo for the Amiga. The resulting logo (which ought to be somewhere in this issue) has been branded by many as bland and conservative.

One post on UseNet even suggested a steaming pile of **** complete with flies (it was beautifully drawn in ASCII art) as a more attractive logo. Most people just said the designer was lazy & just grabbed the first font he found, typed "Amiga", and jazzed it up a bit with a paint package.

I really can't see what the fuss is about, after all, my 1200 only has AMIGA in italicised type with no logo at all.

~~~~~  
C= doesn't really count  
~~~~~

No to China, Production by July / August

Since it appears that it might take the Chinese as long as a year to prepare a factory suitable for the purpose, Escom's plan to produce Amigas there has been canned. Escom has bought former C= facilities in Norristown PA, and sub-contracted a US firm called Zober Industries to produce the boards which will be assembled into Amigas by QuikPak Corp. (USA) and in Scotland (UK). Production is scheduled to start in August, possibly July.

What's Happening?



Upcoming Meetings

August 10 : BBS NIGHT.

CAUS will have Wayne Hasler himself, with his computer and the BBS software he's using for the ACME bulletin board - Which as you will probably know already now has a new section on it exclusively for CAUS members who want to have BBS access. As many of you don't yet have any idea of what this is all about, Wayne will be bringing it to you on a silver platter. That's right, you can see for yourself what it all means, ask all the questions you can think of and even have a fiddle if you like. This will be quite an eye opener. You Don't want to miss this one.

September 14 : HARDWARE NIGHT.

Hardware & Hardware Hacking, if your into hardware or your thinking about buying something hard, then this is the night to come along and ask all the questions you've ever wanted to ask. Look, see, touch, and smell everything that's there on the night. Better still ask someone for a go, there is always atleast half a dozen or more computers up & running the whole time your there and if you want to try out something on someone's system,

" all you have to do is ask. "

October 17 : HARDDRIVE AND USER INTERFACE NIGHT.

Come along and get your drivers licence,
HARDDRIVErs licence that is.

Beyond 4000

The debate about what the next Amiga should be rages on, and the important people agree on a number of key points.

First, the new Amiga will use the PCI bus. As Dave Haynie (who may even get his own UseNet newsgroup, but that's another story) pointed out, PCI is a very good bus design that has as much as 132 Mb/sec bandwidth (much more than Zorro III), has no limit on the number of expansion slots, and is easier to implement than Zorro. PCI is being adopted by most manufacturer as the standard expansion bus. For example, Apple and Sun will ditch Nu-Bus and S-bus respectively for PCI. This also means that any PCI card will work in a PCI equipped Amiga, provided you have the software to support it.

There has also been considerable discussion about using "off the shelf" graphics chips for the next Amiga. When the Amiga was first created, there was no comparable graphics technology. Now, there are a number of graphics chip firms spending more on graphics chip design than Commodore or Escom could ever hope to spend on the the entire custom chip set.

The information in this article has been compiled from information gathered on the InterNet, including the comp.sys.amiga newsgroups, the Amiga Report magazine, and the Champaign-Urbana Commodore User Group (CUCUG) home page.

Merciful Tentacles,

Antti.